4. The method for changing a display of claim **3**, wherein: the degree of rotation of the virtual camera is changed based at least in part on the location of the gaze point relative to a center of the display and an edge of the display.

5. The method for changing a display of claim **4**, wherein: when the location of the gaze point is at 50% of a distance between the center of the display and the edge of the display, the virtual camera will be rotated by five degrees.

6. The method for changing a display of claim **5**, wherein: when the location of the gaze point is at the edge of the display, the virtual camera will be rotated by ten degrees.

7. The method for changing a display of claim **6**, wherein: when the location of the gaze point is at the center of the display, the virtual camera will not be rotated.

8. The method for changing a display of claim **4**, wherein: the degree of rotation of the virtual camera is further changed based at least in part on the degree of rotation of the head of the user.

9. The method for changing a display of claim **8**, wherein: when the location of the gaze point of the user is at 50% of a distance between the center of the display and the edge of the display, the virtual camera will be rotated by five degrees plus 50% of the degree of rotation of the head of the user.

10. The method for changing a display of claim **8**, wherein: when the location of the gaze point of the user is at 100% of a distance between the center of the display and the edge of the display, the virtual camera will be rotated by ten degrees plus 100% of the degree of rotation of the head of the user.

11. The method for changing a display of claim **1**, wherein the method further comprises: ceasing change of the virtual camera perspective based at least in part on receipt of a non-gaze input.

12. The method for changing a display of claim **11**, wherein: ceasing change of the virtual camera perspective comprises causing change of the virtual camera perspective to decelerate prior to stopping change of the virtual camera perspective.

13. A system for changing a display based at least in part on a gaze point of a user on the display and a rotation of a head of the user, wherein the system comprises: an eye tracking device for determining a location of the gaze point of the user on the display; and a processor for at least: receiving information identifying the location of the gaze point of the user on the display;

receiving information identifying a degree of rotation of the head of the user; and based at least in part on the location of the gaze point, and the degree of rotation of the head of the user, causing a virtual camera perspective to change, thereby causing content on the display associated with the virtual camera to change.

14. The system for changing a display of claim **13**, wherein causing the virtual camera perspective to change comprises: changing a degree of rotation of the virtual camera.

15. The system for changing a display of claim **14**, wherein: the degree of rotation of the virtual camera is changed based at least in part on the location of the gaze point relative to a center of the display and an edge of the display.

16. The system for changing a display of claim **15**, wherein: the degree of rotation of the virtual camera is further changed based at least in part on the degree of rotation of the head of the user.

17. A non-transitory machine readable medium having instructions stored thereon for changing a display based at least in part on a gaze point of a user on the display and a rotation of a head of the user, the instructions executable by one or more processors to at least: receive, from an eye tracking device, a location of the gaze point of the user on the display; receive information identifying a degree of rotation of the head of the user; and based at least in part on the location of the gaze point, and the degree of rotation of the head of the user, causing a virtual camera perspective to change, thereby causing content on the display associated with the virtual camera to change.

18. The non-transitory machine readable medium of claim **17**, wherein causing the virtual camera perspective to change comprises: changing a degree of rotation of the virtual camera.

19. The non-transitory machine readable medium of claim **18**, wherein: the degree of rotation of the virtual camera is changed based at least in part on the location of the gaze point relative to a center of the display and an edge of the display.

20. The non-transitory machine readable medium of claim **19**, wherein: the degree of rotation of the virtual camera is further changed based at least in part on the degree of rotation of the head of the user.

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